From: **Andy Lee**
Sent: 18 May 2000 14:27
To: Darren Drabwell
Subject: RE: card game

Basic Concept: Collectable trading game based on Lego.

Main game components.

1. Lego building bricks used to bring out other cards.
2. Building Cards. Cards that have a Lego structure or vehicle on them.
3. Crew Cards. Cards that have a crew member on them, that corresponds to the appropriate building card.
4. Instant/emergency Cards. Surprise cards that influence the game in a way other then the three mentioned above. For instance a meteor strike that removes some bricks or a bulldozer card that fixes a building instantly.

Lego as a product is associated foremost with building. Thus the purpose of the game will be to use coloured bricks depicted on cards as building blocks to bring out other cards.

Lego is also a very colourful product so all the cards will be colour coded. For example one of the red sets may be a pirate set.

The set includes Building Cards: A galleon.
A rowing boat.
A treasure chest.
A cannon.

The set also has a crew, again all in red: A Captain
A First mate.
A cabin boy
A bouswain.

Every card will have an attack and defend value. Though it will be known as a hurt and heal value.

Each player will start with several of these sets in his hand. For example; pirates, Star Wars rebels, safari, oil rig.

Each player starts with eight cards.

The turn starts with each player picking a card.

The player can bring out a building brick every turn.

The player can bring out a card equal to the number of bricks on the table, and when he does the bricks are returned to your hand.

Each crew member can attack one opposing crew member

Each building card has a specific function. The cannon lets you attack more, the rowing boat lets you defend, the treasure chest lets you heal, the galleon is require to hold everything.

When a unit is hurt i.e. beaten in combat he/she goes into the hospital.

There will be healing cards that return people from the hospital into the player's hand so that he can be replayed.

All the crew cards can be placed with any building card, and use that construction card, but specific crew members go with a specific building card to maximise the building card.

The captain therefore goes with the galleon. If another pirate is put out with the galleon the galleon can hold fewer items.
The cabin boy goes with the treasure chest. If another pirate is put out with the treasure chest then fewer people can be healed.
The firstmate goes with the cannon.
The bouswain goes with the rowing boat.

There maybe additional crew members but they are just fodder with low attack and low defence.

The player has the option to either attack other crew cards, building bricks or building cards and to likewise defend himself from these attacks.

When the player has built an entire building with all the right men in position he can then attack the other player who has three lives.

It is sensible that a complete building is used to defeat the other player as Lego is essentially a building toy.

The crew can commit one action each turn. Either:

1 They can move to another building card.
2 They can use the building card where they are.
3 They can use their personal attack to attack another crew member.
4 They can all combine with a completed building to take a life off the other player.

It costs the player in terms of bricks to:

1 Bring a crew man into the game.
2 Move a crew man from one building card to another
3 Bring a building card into the game.
4 Play an instant/emergency card.

As a player has several sets of buildings he can move crew from one building to another. This is another important part of Lego its flexibility.

If a pirate crew member goes to the healing station of the oil rig (for example a rescue helicopter) He will be as effective as an oil rig crew man. The cabin boy with that building card will be as effective as the oil rig healing specialist. You will still have to pay in bricks to move the crewman to the correct building card before you have a complete building set to attack the other player.

In addition there will be Instant/emergency cards to improve the balance of play and improve overall playability.

For instance:

1 Doctor card for instant healing.
2 Lego brick wall card for additional defence.
3 Catapult card for additonal damage.

Specialist cards of a particular colour doing things to a particular building set;

4 Meteor strike card damaging a space ship
5 Giant squid card damaging a pirate galleon
6 Coast guard card for healing people on ships.

General cards

7 Player takes an extra go
8 Player suffers disease and must loose two people
9 Tiger escapes, add three hurt points to your attack etc.

Hope this is helpful

Andy

-----Original Message-----

From: **Darren Drabwell**
Sent: 18 May 2000 14:17
To: Phil Harris; Andy Lee
Subject: card game

can I have your initial thoughts now please.

Thanks

Dal